

# ENTROPY

JUNE 1989  
NUMBER 1

DISCLAIMER: The following is the prediction of the Author. If this prediction is false, then the United States Postal Service is not liable for any mis- mal- or wrongdoing or any emotional, psychological, physical, spiritual, or cultural effects thereof. Read at your own risk.

"What is this?" was your first thought after sorting through your mail. The second thought was "Oh, just another annoying new 'zine someone decided to victimize the hobby with." If those are your thoughts, they should be. But hopefully I'll change your mind and show myself worthy of 'zinedom. My plan is simple. First I'll try to guilt you into playing in one of the games. I make y'all [token insertion since this is a Southern 'zine] remember when you were sending out issue number one of your precious publications. If that fails, then maybe begging and pleading will work [begging and pleading is on a later page]. My belief is that once I get you into a game you're stuck. With fragile egos on the line, you won't leave until the games are finished. That guarantees me at least two years, especially with people like Lutterbie out there. "That's what I like to do, play the games", he says. This paragraph outlines my strategy for these somewhat peculiar souls.

For those whose addresses came from a benzene sub list, I must be more creative. First I have to say something that pisses you off, then you will write in and respond. I will then dodge your obviously superior arguments by calling you names. The result of this is a letter column!! You have to subscribe to the 'zine to respond to my slanderous statements. If those plans fail then *Entropy* will be firewood or scratch paper [It better not be because I'm a poor starving college student and I paid for this. Any issue you pay for, you have my permission to clean the floor with, shred, burn, soil, give away, or lay out for the dog to relieve itself on. Get Creative]. I do hope that everyone will get something out of this issue. Enough said.

This being *Entropy* #1, I should probably do the standard first issue things: tell you who I am, why I named it *Entropy*, what my house rules are, the games I'll be offering, suggest ideas for a letter column, tell you what my "gimmick" is etc.. I don't generally like to be a conformer, but I will do the standard things this time until I get your money; then I'll be abberant. I have to do the usual things in issue one BECAUSE they're necessary in order to get the money to fund issue two. Survival first, all other goals are at this point secondary.

Why *Entropy*? Because.....the word fits! Entropy is "A measure of the randomness, disorder, or chaos in a system (American Heritage dictionary, 1971)." Entropy is also favored [according to one of the laws of thermodynamics]. The universe favors chaos; any increases in order in one part of the universe are at the expense of more disorder somewhere else. This fundamental physical concept influences chemical reactions, controls the melting of ice, and is a reason why we age. Its a big deal.

It fits the 'zine as well in many different ways. My floor and desk are true examples of the concept of entropy. Additionally, the hobby favors chaos. What began as a few nuts playing Diplomacy through the mail has grown into many nuts playing Diplomacy. With the growth, the hobby has become more disordered. Attempts to centralize it have added rather than removed disorder [We now have TWO Miller number custodians - which resulted from an attempt to impose uniformity within the institution. I don't really care which is the right group of people, but the duality does show that the hobby shys away from order].

# ENTROPY

Entropy is a scientific concept. Let the name serve as a warning to those with little tolerance for the scientific method, scientists of the past and present. In each issue I will describe the work or ideas of a particular scientist, whoever I want to learn more about that month. I am fascinated by many of the discoveries of science and would like to share that fascination with other members of the hobby. What better to put in the 'zine than what I enjoy learning and sharing with others. If you hate it then skip it.

"And when the history of science re-writes itself each day, we are living in days of wonder, Simon says. (Anderson, Bruford, Wakeman, Howe, 1989)"

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*Entropy* is an amateur magazine trying to affiliate itself with the Postal-Diplomacy hobby. Diplomacy is a strategy wargame now but not always produced by Avalon Hill. In Britain it is produced by Gibsons games. All games, however, will be adjudicated with the aid of my 1961 Games Research board which still is intact at the spine of the board. Wish it luck.

The publisher of this pamphlet [lets be realistic here] and future gamemaster of most games to be presented within is Jason Bergmann, a struggling young science student, collegiate and careerless. The "Home Office" is currently at 10740 Lathrop, Dallas TX, 75229, but will be relocating to Atlanta GA this August. The official AT&T, Southwestern Bell, International Telecharge (my current employer), NTS, GTE, and MCI inspired way of reaching me is 214-352-8308. If you call during one of few PBEM sessions I am involved in, don't expect a happy camper, 'cause I still have call waiting: a great idea except when you are downloading lengthy files at 20 cents a minute from Compuserve.

Subscriptions are available at the most reasonable rate of \$6.50 per 10 issues. My goal is to get 10 issues in per year (11 in leap years). Standbys are welcome and actively solicited. One free issue for submitting standby orders in a game and an extra two if they are used.

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PLAYLIST (or what do I do for the next fifteen lines): Anderson, Bruford, Wakeman and Howe by the same; Classic Yes by Yes (big surprise); The Singles of the Pretenders; Violent Femmes 3; and that topseller The Lost Boys Soundtrack. I'm thinking about picking up the new Queen and 10,000 Maniacs albums. Anyone heard them yet?

BOOKLIST: Seventh Son, Songmaster, and Wyrms by Orson Scott Card. Wyrms was interesting because it presented an "alien" that had a unique life history on which the plot was based. Mankind must prevent a superior being from replacing it through natural selection: evolution at work. Finally, I'm still working on Malthus On Population. Very slow reading,

STANDBY LIST: You could be here, or here, , , , or way back here. [See what I mean??? Standbys are welcome here.] The publisher would like to take this time to ask Nash if he remembers who the first person on his standby list was. [Hint]

# ENTROPY

## Entropy houserules for all diplomacy games and variants:

- 1)The all powerful GM. The decisions of the GM are final. Those decisions will be guided by these houserules, the rulebook, or the rules of the particular variant in question. In the case of a GM error, it will be corrected if brought to the attention of the GM by the next season.
- 2)Maps. Any map in *Entropy* is included to only as a courtesy to the players. Players are responsible for the moves as typed in the game report, as they make up the entirety of the game record. Any discrepancies between the map and game report are not adjudication errors; they are transposition errors which the players are responsible to correct.
- 3)Rulings. Players are entitled to a ruling on any particular move, conditional order, or interpretation of these houserules before the deadline, but only if they notify the GM in enough time to make such a ruling.
- 4)Preference lists. They will be used when assigning starting positions. Please send preference lists when signing up for a gamestart. Gamestarts do not wait for all players to submit preference lists, so don't be late.
- 5)Good sportsmanship is a must. Any attempts to deceive the GM are looked down upon. If I discover any such deception it is grounds for dismissal from the game. If your ego is THAT tied up in the game, then play somewhere else.
- 6)Orders. They should be submitted on a separate sheet of paper for each game with your name, position, moves, the game title or number, and a signature present. Orders must arrive before the deadline to be considered, although telephone orders are acceptable between the hours of 11 AM and 12 PM.(Eastern). Orders will be liberally interpreted. An order of "F Ruhr S ITALIAN F Munich-Burgundy" will succeed if the ordering player has an army in Ruhr and any player moves an army from Munich-Burgundy. Army/fleet designations are only necessary when specifying builds, and even if mislabeled does not prevent the success of the move. Country designations are also unnecessary on support and convoy orders and if misordered have no effect on the moves outcome. Coast designations are required only when necessary to clear up ambiguities. Abbreviations may be used, but should conform to the rulebook.
- 7)THIS IS A U.S. ZINE. The founding fathers of this nation fought for the right to negotiate before Winter builds. Thus seasons will be combined as follows: Summer retreats with Fall moves and Autumn retreats with Winter builds and Spring moves. If two players request a season separation then retreats and builds will form a third season. Winter 1901 is not automatically separated.
- 8)Conditional orders. Moves may be made conditional upon anything but a move occurring in the same season or a later season. Examples of good orders are: "If Russian built F Sevastopol, move F Constantinople-Black" or "If the temperature in Atlanta exceeds 85 degrees Fahrenheit then move F Constantinople-Black". A bad order would be "If the Russian built F Sevastopol then build F Ankara". Please include one condition named "In all other circumstances" to prevent an NMR.

# ENTROPY

## Entropy Houserules

9)NMR(no moves received). If a player's moves do not arrive by the deadline and I have that player's phone number, then I will phone ONCE for orders. If I am unable to find the absent scoundrel then that player will have NMR'd. The result of an NMR is that all of that player's units hold in place. A unit which must retreat is disbanded. Any winter removals are taken from non-supply centres before supply centres; units more distant from the closest player controlled home supply centre are removed before those more proximate; and fleets are removed before armies (the priorities are in the order listed).

10)Standbys. Once a player has NMR'd, a standby will be called for the position. The standby will submit orders for the position which will be used if the offending player does not resurface. The standby then becomes the player of record. If standby orders are used, the player earns three free issues of *Entropy*. A standby courteous enough to submit unused orders will receive one complimentary issue and my thanks.

11)Press. Any subscriber may submit press in any game played in *Entropy*. The dateline "JB" and anything else I inform the players of are reserved for the GM. The name of a player's country and its capital are reserved for the player of that country only. Press will rarely be censored, but if excessively nasty (according to my own standards) it will be. Certain games may be played with "black press" if it is advertised as such at gamestart.

12)Game ends. A draw proposal may be submitted at any time and requires the unanimous consent of all players with units on the board. (No votes received = No). Draw proposals are submitted anonymously and voted on anonymously.  
*Entropy* houserules for all diplomacy games and variants:

13)All players must maintain their subscriptions and pay whatever game fee is listed with the gamestart in order to participate.

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## Game Openings

Diplomacy: The first game of diplomacy will have no game fee, use preference lists and not allow black press. Special introductory offer! Supply limited! The only requirement for this is a subscription and the desire to play diplomacy. This game will be known as Operon.

Earplug Gunboat: It has struck me that although everyone is sure that Gunboat is an anonymous form of diplomacy, standards as to what is and is not acceptable press vary from 'zine to 'zine. I will offer two types of Gunboat. Deaf Gunboat allows no press. Preference lists are accepted. No Gamefee. The name of this game will be Phenylalanine.

Family Gunboat: Inspired by a face-to-face game I played at Arlington in which noone could leave the table, but negotiations were allowed, I will offer a game of Family Gunboat. Players are anonymous. Press is allowed (none black) to say anything but references to player names. Players are not allowed to attempt to reveal that they are in this game to anyone. Preference lists accepted. The name of this game will be Telonere.

Postal Junta: \$5 gamefee. Seven needed. Houserules next issue.

# ENTROPY

## Conventions

With the solstice almost upon us and temperatures rising, diplomacy players are making those final plans to attend conventions in July or are licking their diplomatic wounds from conventions past. In the spirit of the season, I'll run through the choice events, past and present.

Memorial day weekend marks the opening of a season of FTF diplomacy. Eastern players and hobby bigwigs congregated in Chapel Hill, North Carolina where I understand the CAD's hosted quite an event. Just a six hour drive from the *Entropy* "Home Office" East, perhaps I'll be able to work it in next year.....Who won anyway?

You can't run a con with Southern hospitality in a place called NORTH Carolina. With that spirit, Perelandra participants o'plenty flocked to Arlingcon. Pete and Cathy Gaughin were gracious hosts to eleven guests at their a little too warm pad just 45 minutes from the *Entropy* "Home Office" West. Northener Russ Russnak (spelling?) made his presence known all weekend at the Titan board, and successfully as well. James Early and Mike Jablin dropped in from Austin and sharpened their ~~knives~~ pencils in front of the diplomacy board. Although Mike was eliminated early as Germany, James avenged his comrades loss with a solo win as Russia. That proved to be the the best showing of the weekend as the other diplomacy game was a seven-way draw [I know what you're thinking, SEVEN-WAY? Don't blame me. As a four center Italy losing to a Turk and an Austrian with the Frenchman being diced up to my West, wouldn't you agree to one?]. Locals Geoff Richard, Tim Stark, and Steve Lawty were among those present.

Dallascon is July 14-16 this summer and I have the days off work. Local diplomacy players will gather and duel for the title of Dallas champion. I predict my elimination by Spring 1903, with Tim Stark going all the way for the win. As of now, I'm planning on Empire Builder, Talisman, and Diplomacy. At \$20 for the two days, it's not cheap, but it's all we have.

Larry Peery will be hosting Dipcon this July in San Diego. Hobby bigwigs and smallwigs alike will gather for the annual event. I'll make it to one of these yet, maybe if Dixiecon hosts it next year.....I wish everyone luck. Have a great time!

My convention season will come to an end with a trip to Poolcon, hosted by Vince Lutterbie at his new swimming-pool equipped home in mid Marshall Missouri. Guest host for the event will be Gary Behnen. August 18-20. Write Vince at 1021 Stonehaven Marshall MO 65340. Check the September *Entropy* for a review.

Next summer, Origins is in Atlanta. So everyone had better plan on coming out. I've never been to an Origins, but I understand its quite a chaotic event. I'm already planning on housing some people who come out for it, so keep it in the back of your mind. Is anyone planning to attend?

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## Wanted

-Downfall of the Lord of the Rings standbys for a game in Down at the Mouth

-A copy of Avalon Hill's Source of the Nile. Will pay postage and \$30.

Associated Press

PASADENA, Texas — When Debora Johnson was growing up in the turbulent 1960s, peace symbols were worn by anti-war demonstrators, flower children and campus radicals.

These days, her 11-year-old son attends one of several Pasadena schools where the peace symbol is banned because some people see murky ties to devil worship.

"A lot of my hippie friends wore peace symbols. When my son told me some people are saying it has an evil meaning, I said, 'That's not what that means.' I was shocked," Ms. Johnson said.

"From peace symbol to devil sign — there's a big gap there."

Pasadena Independent School District officials said their already cynical view of the peace symbol was reinforced by the recent drug- and cult-related slayings of University of Texas student Mark Kilroy and 14 others in Matamoros, Mexico.

"The dramatic conclusion of that tragedy made us sit up and take notice, but the awareness was already there," district spokesman Kirk Lewis said. "We'd pick up

little signs, like students' doodling things on desktops while not listening in class or rumors of some students involved in cult practices.

"It's harder for those of us who lived in the '60s to be told that the peace symbol means something completely different. But experts are telling us that, and it became inappropriate for children to wear them."

He said a district policy banning the peace symbol and several other signs believed to reflect Satanism may be established this fall.

The peace symbol already is prohibited under tightened dress codes on at least six Pasadena campuses, he said.

Although Ms. Johnson supports the school's action, her son, Josh, is one of several students who believe officials have overreacted.

"Back in the hippie days, they wore peace symbols all the time," shrugged the sixth-grader.

Schoolmate Andrew Yuhr, 12, said the T-shirts "just meant peace. If they ban peace symbols, they'll have to ban basic geometry because of all its lines and circles."

Enthalpy is a measure of the internal energy of a particular substance. When the enthalpy content increases or decreases, energy is transferred in the form of heat. Since a good letter column has the potential to create heat, enthalpy captures its purpose in words.

When reading the article to the left, I had an interesting question. "Why should government action be taken against satanic worship?" If satanic worship is a religion and our government protects the right to worship as one sees fit, shouldn't people be given the choice without interference of worshipping whoever they want?

The argument that I have isn't over whether the "peace symbol" is or is not satanic. I think that the right to wear a horned devil with pitchfork should be protected, just as the right to wear a cross around one's neck is.

Satanic cults and groups sacrifice animals and harm people. Should we allow ritualistic murders because it is a religious belief? No, I wouldn't carry freedom of religion to that extent. But banning satanic rock lyrics and "peace symbols" is attacking the problem from the wrong end. So long as a satanic group does not break the law, then there really is nothing wrong with them. And if someone's cat gets sacrificed, then the group has violated a law and should be punished for that, not for any particular concept that they have about the afterlife.

People who feel that morality should be legislated have values contrary to those of our founding fathers. Just because one person or group would disagree with someone's particular lifestyle does not mean that it should be against the law. So, who said that the south was perfect anyway. [Although I wouldn't live anywhere else] Opinions anyone? What should the government do about satanic cults?

# ENTROPY

## Science

The first *Entropy* scientist of the issue was a lawyer who perished in the French Revolution. As a chemist, though, he studied combustion, discovered many of the properties of Oxygen, and is considered by most to be the father of modern chemistry. His name is Antoine Lavoisier.

In 1760, combustion was explained by George Stahl's phlogiston theory, a relic from the days of alchemy. Stahl theorized that all combustible materials contained a substance which he named phlogiston. Substances that are rich in phlogiston burn quickly; while those deficient burn at a slower rate. When all phlogiston is gone, a substance turns to ash.

The phlogiston theory had quite a bit of inertia in the scientific community; questionable data was bent to fit the theory rather than oppose it. When careful measurements were taken of the mass of material before and after combustion, burning actually increased the mass of the material. Yet the phlogiston theory survived. Scientists claimed that the phlogistons obviously had negative weight.

Lavoisier was one of the first to utilize an experimental method when studying science. In sealed containers, fires extinguish themselves. When the fires burn out, he discovered that 4/5 of the original air remains; the "acid-forming" portion of the air was missing. He named that portion oxygen. His discovery that the presence of oxygen was necessary for combustion toppled the phlogiston theory, and opened up new experimentation in chemistry.

Oxygen was first discovered in 1769 by a Swedish chemist, although its importance went unrecognized. Lavoisier did the first studies of oxygen; in reactions with elemental mercury he demonstrated that oxygen composed twenty percent of the atmosphere. He also demonstrated that oxygen was the "vital air" necessary for life.

Lavoisier's studies of oxygen are his best known contribution to chemistry, but not his only ones. He developed methods of naming chemical compounds, and worked on applying chemistry to medicine and agriculture. Unfortunately, his work on agriculture for the French government cost him his head. Lavoisier was a believer in the scientific method, and by using it, earned his place in history as "the father of modern chemistry."

Not exciting from the modern standpoint, but definitely of historical importance. Next issue.....modern stuff!

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That about wraps this issue up. Look for the next one in about four weeks. Things to look forward to:

- Gamestarts
- Junta Houserules
- Movie reviews
- and much more.

Write!Sub!Play!Send money!Write!Sub!Play!Send money!Write!Sub!Play!Send money!

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